

LIST OF PENDING CLAIMS:

Claim status:

1. (Previously Presented) A gaming method for playing a reel selection slot machine, the method comprising:

spinning a plurality of reels within a display window, the plurality of reels each displaying one or more game symbols;

selecting a subset of the currently spinning reels for use in determining a game outcome;

removing the non-selected reels from a player's view within the display window;

consolidating the selected reels within the display window, wherein consolidating the selected reels within the display window comprises juxtapositioning the selected reels to eliminate any non-contiguous positioning of the selected reels produced by the removal of the non-selected reels; and

stopping the subset of the currently spinning reels and determining if the selected subset of reels produce a winning game outcome, and awarding a prize if a winning game outcome is achieved.

2. (Canceled)

3. (Original) The method of claim 1, further comprising: stopping the spinning of the selected reels, before the consolidating of the selected reels within the display window.

4. (Original) The method of claim 1, further comprising: stopping the spinning of the selected reels, before the removing of the non-selected reels from a player's view within the display window.

5. (Canceled)

6. (Previously Presented) The method of claim 1, wherein the selection of the subset of reels for use in determining a game outcome is player controlled.

7. (Previously Presented) The method of claim 1, wherein the selection of the subset of reels for use in determining a game outcome is computer controlled.

8. (Original) The method of claim 1, wherein the plurality of reels are video representations of physical reels.
9. (Original) The method of claim 8, further comprising:

randomly changing the position of the selected reels after the removing of the non-selected reels.
10. (Original) The method of claim 1, wherein the gaming method is used as a bonus game in conjunction with an underlying primary game.
11. (Original) The method of claim 10, wherein a winning game outcome in the bonus game results in a prize that is added to a prize won in the underlying primary game.
12. (Original) The method of claim 10, wherein a winning game outcome in the bonus game results in multiplying a prize won in the underlying primary game.
13. (Original) The method of claim 10, wherein a non-winning game outcome in the bonus game reduces a prize won in the underlying primary game.
14. (Original) The method of claim 10, wherein a non-winning game outcome in the bonus game includes at least the possibility of losing a prize won in the underlying primary game.
15. (Original) The method of claim 1, wherein the gaming method is used as a primary game.
16. (Previously Presented) A gaming method for playing a reel selection slot machine that includes a plurality of reels, the method comprising:

spinning the plurality of reels;
selecting a subset of the currently spinning reels for use in determining a game outcome;
removing the non-selected reels from a player's view;
rearranging the selected reels adjacent to one another; and
stopping the subset of the currently spinning reels and determining if the selected reels produce a winning game outcome; and
awarding a prize if a winning game outcome is achieved.

17. (Canceled)

18. (Original) The method of claim 16, further comprising: stopping the spinning of the selected reels, before the rearranging of the selected reels adjacent to one another.

19. (Original) The method of claim 16, further comprising: stopping the spinning of the selected reels, before the removing of the non-selected reels from a player's view.

20. (Previously Presented) The method of claim 16, wherein rearranging the selected reels within the display window comprises juxtapositioning the selected reels to eliminate any non-contiguous positioning of the selected reels produced by the removal of the non-selected reels.

21. (Previously Presented) The method of claim 16, wherein the selection of the subset of reels for use in determining a game outcome is player controlled.

22. (Previously Presented) The method of claim 16, wherein the selection of the subset of reels for use in determining a game outcome computer controlled.

23. (Original) The method of claim 16, wherein the plurality of reels are video representations of physical reels.

24. (Original) The method of claim 23, further comprising:

randomly changing the position of the selected reels after the removing of the non-selected reels.

25. (Original) The method of claim 16, wherein the gaming method is used as a bonus game in conjunction with an underlying primary game.

26. (Original) The method of claim 23, wherein a winning game outcome in the bonus game results in a prize that is added to a prize won in the underlying primary game.

27. (Original) The method of claim 23, wherein a winning game outcome in the bonus game results in multiplying a prize won in the underlying primary game.

28. (Original) The method of claim 23, wherein a non-winning game outcome in the bonus game reduces a prize won in the underlying primary game.
29. (Original) The method of claim 23, wherein a non-winning game outcome in the bonus game includes at least the possibility of losing a prize won in the underlying primary game.
30. (Original) The method of claim 16, wherein the gaming method is used as a primary game.
31. (Previously Presented) A gaming method for playing a reel selection slot machine, the method comprising:

spinning a plurality of reels, each reel displaying game symbols thereon;
selecting a subset of the currently spinning reels for use in determining a game outcome;
juxtapositioning the selected reels to eliminate any non-contiguous positioning of the selected reels resulting from interstitial location of non-selected reels; and
stopping the subset of the currently spinning reels; and
determining if the selected subset of reels produce a winning game outcome, and awarding a prize if a winning game outcome is achieved.